**Review Game Ideas**

Bang

You can take almost any area of the curriculum and use it in the game.  You have sticks/cards with the letters/words/numbers/math etc that you want students to practice and a few that say bang.  Students take turns pulling a stick or card and if they can recognize and tell what the letter/word/number is or define the vocabulary word, or solve the math problem they get to keep the stick/card if they draw one that says bang they have to put all their cards back and start over again.

The Great Race

The Great Race, is a game of competition between teams.  The game consists of 10 different levels, each level consisting of a sheet of paper that is divided into a grid with 16 squares.  In each square is a question and a space for the answer.  Each team is given one level at a time.  As a team they must collaboratively answer each question, bring it up to me, I must check that each question is answered correctly, and then they may receive the next level.  The students really get into it because of the friendly competition.  I offer extra credit points to every student on the team that finishes first.  They are allowed to use their notes, but the more they have to refer to their notes for the answers the more it slows them down.

Basketball

For the basketball game, I divide the class into 2 teams.  They line up behind a piece of tape that I have placed on the floor.  In front of the tape is a round trash can with the lid removed which serves as the "basket".  I ask a question directed at one team at a time and the first person in line is the one to answer it.  (Option: Have popsicle sticks with numbers on them. Assign each student in the room a number. Place the appropriate numbers in two different cups. Draw out a number at random so that no one knows who will be called on. Put it back in the cup so that no one feels like they don’t need to pay attention.) If the person can answer it on his or her own and does so correctly, they earn 5 points.  If they cannot answer the question on their own, they can turn around and have 60 seconds to consult with their team.  Then if they answer it correctly with the help of their team they earn 3 points. After they answer the question they get the opportunity to shoot at the basket.  If they get the ball in the basket they get an additional two points.  If they cannot answer the question at all even with the team's help, the question is given to the other team and the first team does not get a shot at the basket.

Beat the Dice

The only materials needed for this game is a vocab sheet and a die.  This activity is played with two players and each player has their own vocab sheet.  The teacher selects a number on the die and tells it to the class.  One player rolls the die until the selected number appears on it.  While the one player is rolling the cube, the other player is translating as many words as he or she can.  When the player who is rolling the die, rolls the selected number, he or she says, "Stop".  The player filling out the vocab sheet stops writing.  The two players switch roles.  The player who was doing the words now becomes the roller and the roller becomes the person who is doing the words.  It becomes a race to see who can finish their vocab sheet first.  Once the sheets are completed the students check their answers with an answer key.  This is a fun activity and the kids love it.

Erase it!

Write the vocab words on the board. Have the students stand in lines at the back of the room.  Call out a word in English.  The first student to find it and erase it gets the point for their team.

Map Test

So I'd draw a blown up version of the continent to put on the board or just display it with the overhead. Then I'd divide the class into two teams and have all of the countries and physical features of the landscape written on 3x5 cards for each team. Each team would designate a "runner," who would go find the card and magnet it to the map after their team or group had found the country together.

**Leapfrog Instructions**

**To prepare:** Make 30 -40 copies of a frog pattern.  My frogs are about 3 X 3 in size.  Give each frog a point value ranging from 5 – 50, in increments of five.  Write the word “LEAPFROG” on five of the frogs.

**To play:**

1. Shuffle the frogs and stack them face down. (I usually spread them all out on the table)
2. Divide students into 5 or 6 teams and have each team decide on a name.  Also, have each team choose a captain.
3. List the team names on the board for scorekeeping.
4. To begin, pose a review question to the first team.  Allow the team 30 seconds to a minute to discuss the question.  Then call on the team captain for the answer.
5. If the answer is correct, the captain draws the first frog from the stack.  Award his team the number of points shown on the frog.  Record the score on the board.  If a Leapfrog card is chosen no points are earned. Instead, all of that team’s accumulated points “leapfrog” over to the team listed immediately on its right.  The points are then added to the next team’s total. (Sometimes I don’t give the accumulated points, just the last points they received.)
6. If the team cannot answer the question or the answer is incorrect, the team does not choose a frog.  Pose the same question to the next team.
7. Continue play for a predetermined number of rounds.  The team with most points at the end of the game is the winner

Bluff

Divide the class into two teams. Ask the first team a question. Everyone that thinks they know the right answer stands up. Team 2 chooses a person to answer the question. If that person gets the question right, the team gets as many points as there are people standing. If they get it wrong, the team gets zero points. The bluffing part of the game is that you can stand up even if you don’t know the answer, just make sure you don’t get called on.

Flyswatter game

Divide the class into three teams and line them up single file. Post a map of Spanish speaking (or any vocab list using the pictures) countries on the board. Call out a country (or vocab word). The first student to hit the country or word with their flyswatter wins. You can tell even in a close tie because the first flyswatter is always the one on the bottom.

¡Táchalo!

Create a page with pictures of the vocab words on it and laminate it enough for half your class size. Arm students with dry erase markers. Pair up students and call out a vocab word. The first student to cross it out wins the point. Winning students get pesos.

Whiteboard game

Divide students into teams. Give everyone a mini whiteboard and a dry erase marker. Call out a vocab word. Everyone writes the translation on their whiteboards. The first team to have all their answers correct and up in the air wins the point. It helps to have a student who already knows the vocab up front with you to help you figure out who got the correct answer the fastest.

Pictionary whiteboard game

Same idea as the game above but students draw a picture of the item rather than write the word.